THE LEGEND OF LEGACY™

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Characters

No. 13

Meurs details

Front

Back

Thin sword

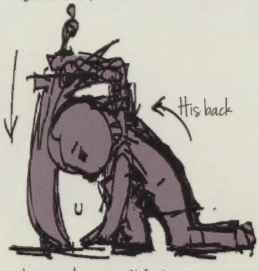
Battle Stance

Leaning forward

Curved blade

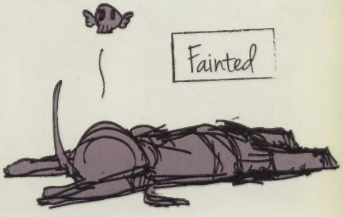
Near Death

+Status Ailments



His back

Using the curved blade as support, resting on just one knee



Fainted

Meurs

An elementalist
Age 27

The last of his kind, able to speak with the elementals. He travels the earth with the spirits as his guide...

No. 14

Garnet details

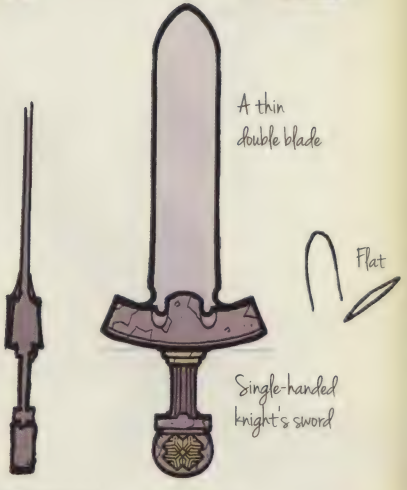
When she puts her hair down, it's very long

Her hair is cut cleanly

Braided hair is wrapped around

Starts around here

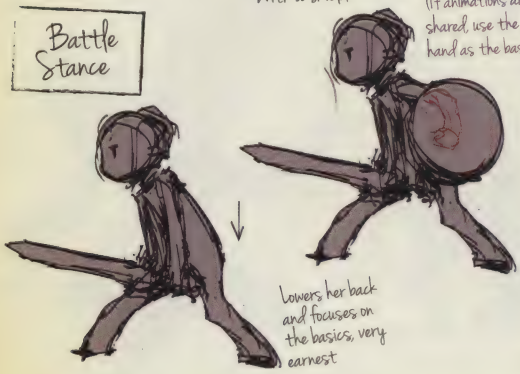
Back



Battle Stance

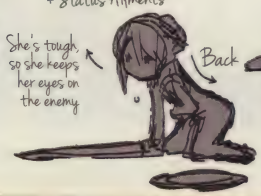
With a shield

(If animations are shared, use the left hand as the base)



Near Death

+ Status Ailments



Fainted

Garnet

A templar
Age 20

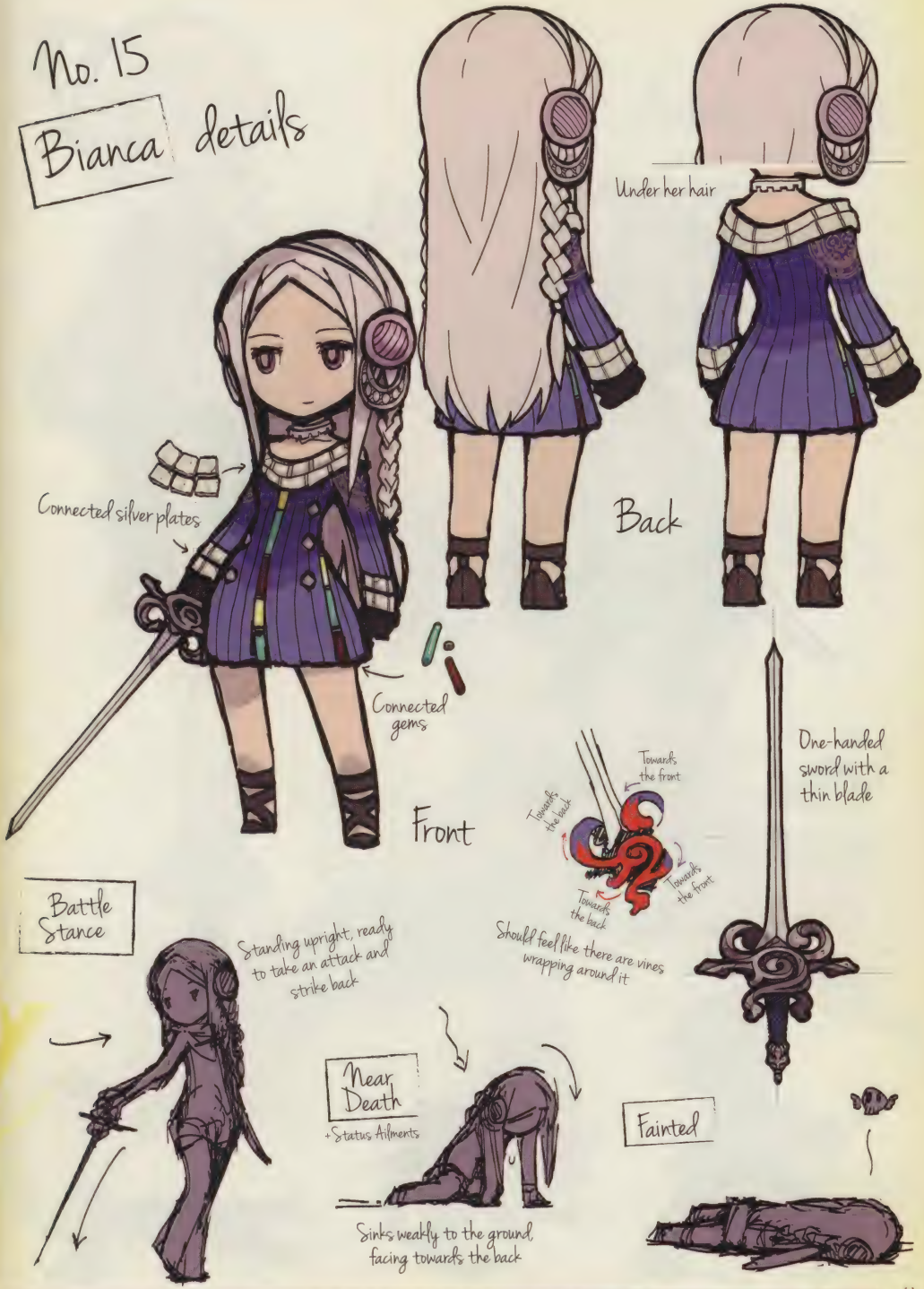
A knight of the Holy Order, she swears absolute loyalty to her country and her church. Her focus will not falter..

Bianca

A girl with amnesia
Age unknown

A mild, gentle girl who awoke tragically to find her memory had vanished. Still, she maintains her optimism...

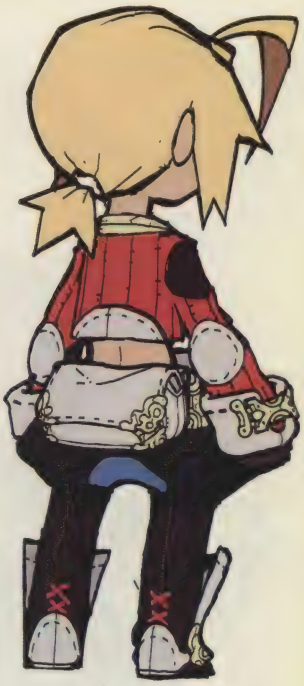
No. 15 Bianca details



No. 16

Liber details

Front



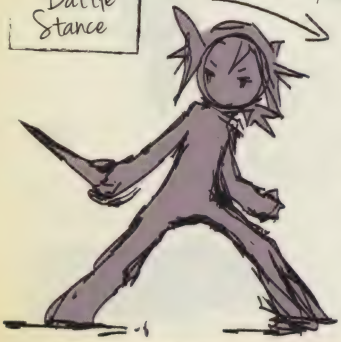
Back

Stretchy material between the legs for mobility

Top

Battle Stance

Standing with his upper body angled back defensively, waiting for an opening

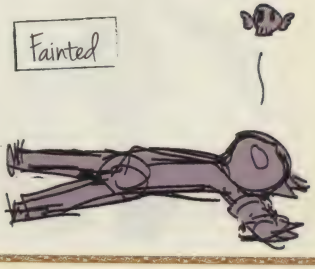


Near Death

+Status Ailments

Falling on his rear and panting

Fainted



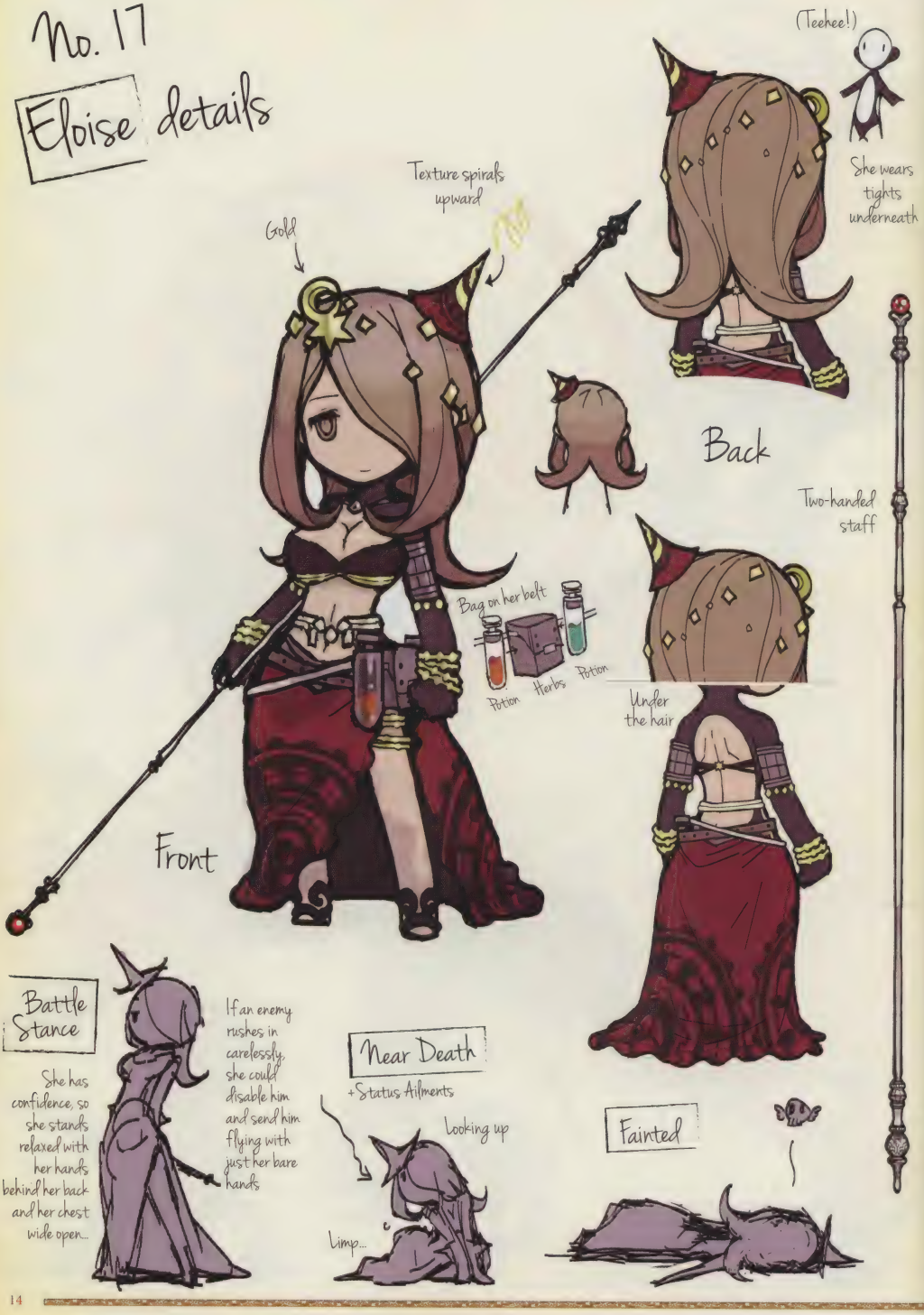
Liber

A treasure hunter
Age 18

Always in search of treasure,
he is spirited and idealistic.
His integrity and chivalry
often get him
into trouble...

No. 17

Eloise details



Eloise

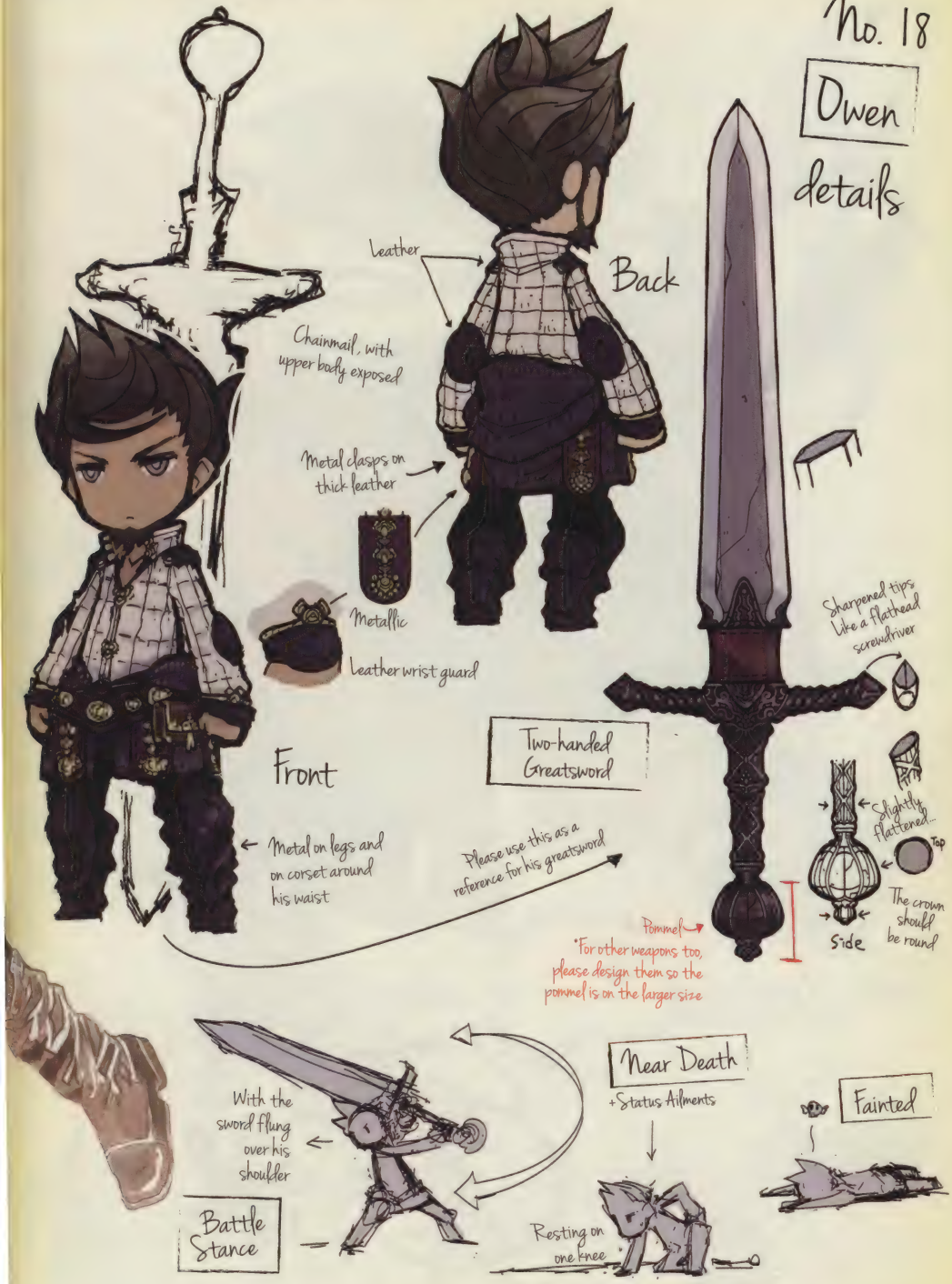
An alchemist
Age 24

A seductive young lady, eagerly researching the secret of eternal youth. Perhaps her kind nature is just an act...

Owen

A mercenary
Age 36

Known by many as "the Baron", his prowess in combat is legendary. There is no job he will refuse if the price is right...


No. 18
Owen
details
Leather
Back
Chainmail, with upper body exposed
Metal clasps on thick leather
Metallic
Leather wrist guard
Front
Metal on legs and on corset around his waist
Sharpened tips like a flathead screwdriver
Two-handed Greatsword
Slightly flattened...
Top
The crown should be round
Side
Please use this as a reference for his greatsword
Pommel
*For other weapons too, please design them so the pommel is on the larger size
Near Death
+Status Ailments
Fainted
With the sword flung over his shoulder
Battle Stance
Resting on one knee

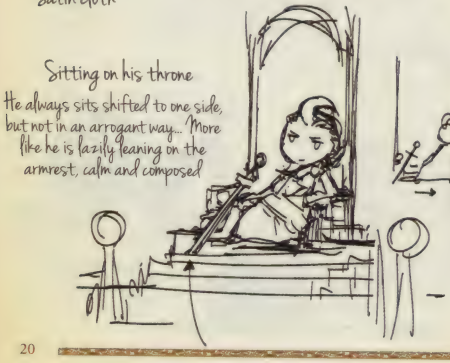
Filmia

A frog prince
Age unknown

The heir to a lost kingdom no longer to be found in Avalon, he remains well-mannered and often bursts into song...

No. 19 Filmia details

No. 28
King of Adventurers
details



No. 34 Coco details

Carefree Kitty Clan

Always sitting on his beloved stool

Best friend when working overtime!

Coco rattles an ancient bell
ex: - Druid Ball
-Orgel Ball

Using his tail as a pillow

Size comparison

Coco claims to be a kitty

Carefreeeeeee

Coco drops his bell when sleeping...

A very carefree feeling, like a plushie

Waddles left and right when walking

Dragging his plump tail

Might work if the bell looks like a fortune-telling item...

Maybe even the body color?

Design

Monster Designs

Green Dragon
Black Dragon
Red Dragon

Wanderlust
Nest Warden
Archwing

Majin
Motion suggestions

Cross-section

Ears like a fennec fox

Tail fur should be darker than on body

Like a tunic or a toga

Back

Sleeve only on one arm

You can see his armpits!

Pants, from the side

Runefox Fanatic

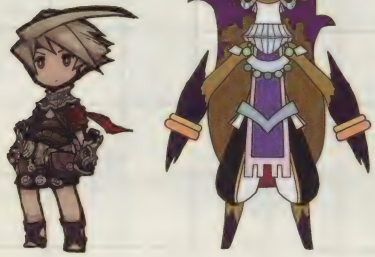
Death's Reaper

Cross-section (throughout the headpiece)

Tail fur should be lighter than on body

Blindfold

Lunar Envoy



Beads encircling his tail

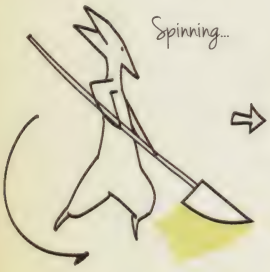
Cross-section

Fur instead of pants

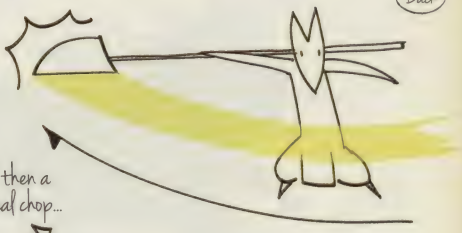
Back

Halberd

Spinning...

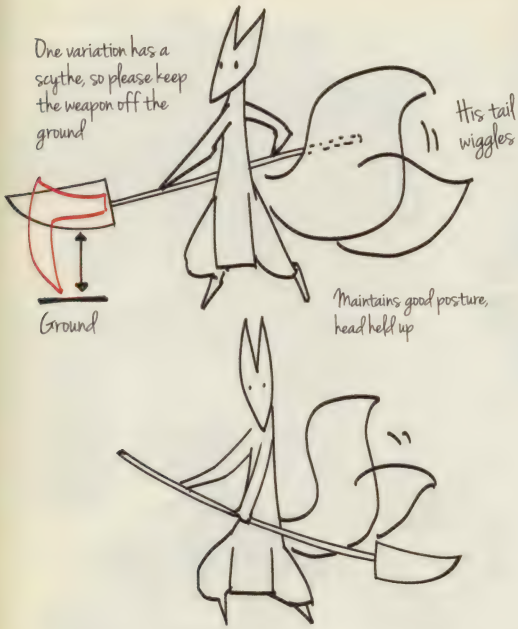


...and then a vertical chop...



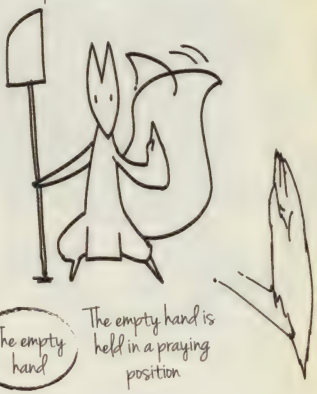
...and then a horizontal slice, in the opposite direction!

(This is a single animation)



Idle

If it seems like their spears would poke each other when there's a lot of them, please use this stance instead

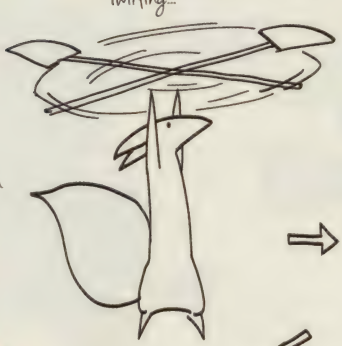


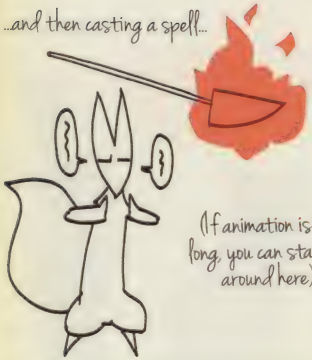
The empty hand

The empty hand is held in a praying position

Conjuring evil spirits

The spear becomes imbued with magic and is sent flying at the heroes



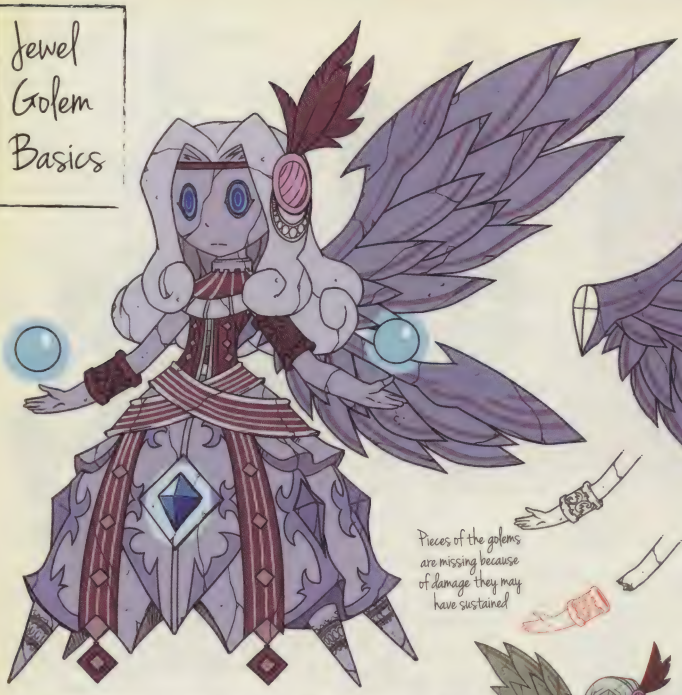


(If animation is too long, you can start it around here)

Small Guys Basics
Goblin
Woven basket
A blunt weapon of some sort, made of stone or bone
Wearing shorts underneath
Rune markings on the outside
Trogg
Jar
Mako
Inside of the ear can be simple
I want them to look hand-made, so a little bit of sloppiness might be nice
Can't really see his hand
Arms should be long enough to drag on the floor if left hanging
Anything below the knee: basically black
Back
Flat is okay
The hoodie connects to the mask
The inside of the hoodie is dark and shadowy
Round tummy
Front
Side

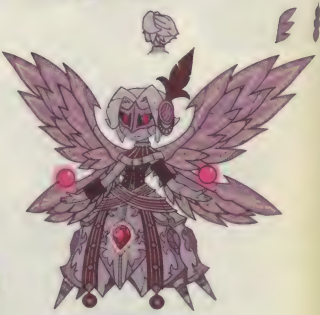
Giants Basics + Turnarounds

Jewel Golem Basics

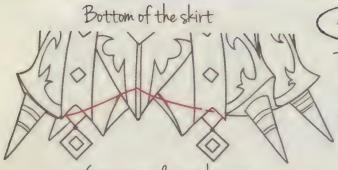


Wings
Just one wing... The other wing is broken off at the root

Pieces of the golems are missing because of damage they may have sustained



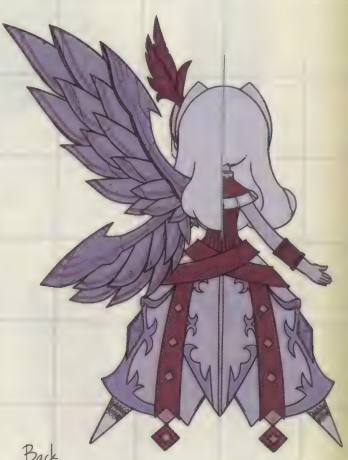
Bottom of the skirt



Gets covered up right away...

Materials
The entire body is made out of marble with cracks all over

Front



Back

Floaters Variations

Wandering Soul

Oblivion Souls and Wandering Souls do not have eyeballs. When casting spells, they open their mouths...

Perpendicular crest

Oblivion Soul

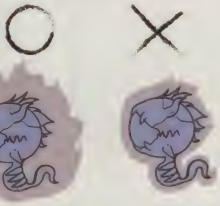
Wild Familiar

There is nothing below the neck

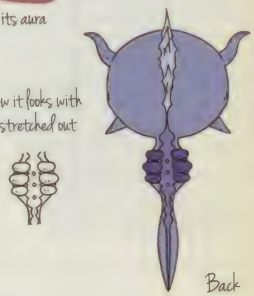
It doesn't need to be moving

Not too large with its aura

The aura has a rounded silhouette



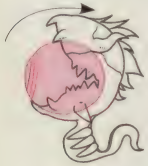
This is how it looks with its tail stretched out



Back

Spectral Soul

It can spread open about this much...



Looks like bones at first, but should actually be soft!

Side

Front

Bogsaur Basics + Turnarounds

Spikes on the tail
They grow upwards

Small birds
It would make me happy to see them in, but they're lower priority

Teeth
The teeth are similar to shark's teeth

They grow slightly outward...

It's fine to adjust the number of teeth and spikes as needed

Skin
Like a shark or some ancient humongous fish-creature type of feeling (perhaps like Leedsichthys?)

If it's too hard to create the moss texture on its back, you can make it symmetrical

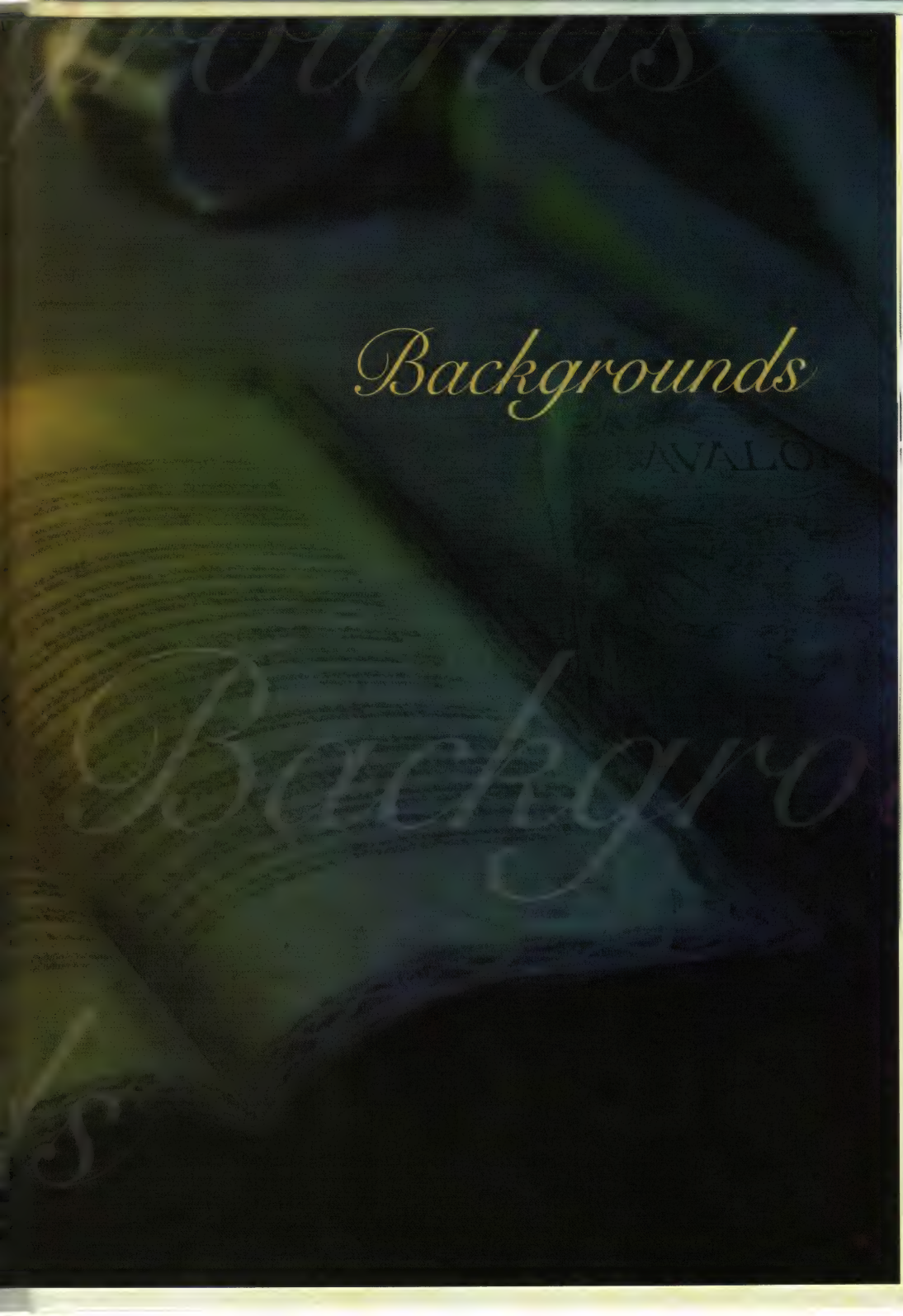
How the mouth opens
Please disregard bone structure and focus on making it as wide as possible!

Front

Side

Stickbug Sentinel
Armored Stalker
Shadow Giant
Pale Spiritbeak
Shadowcat

background

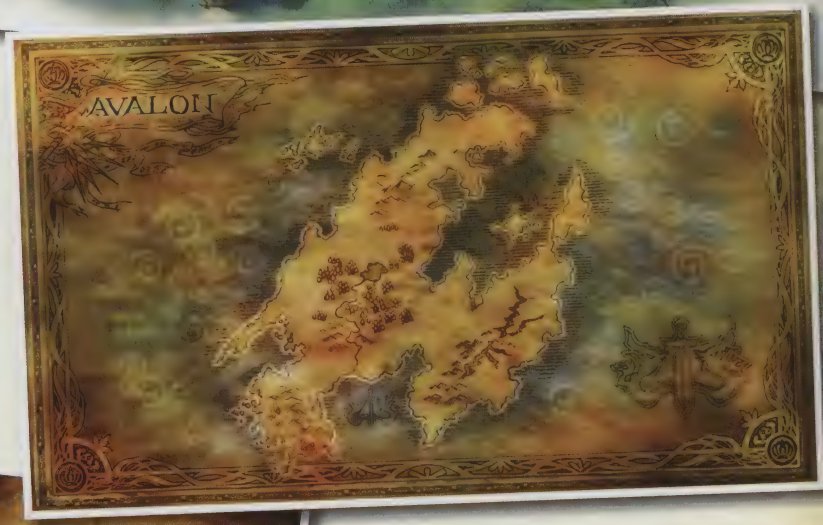

Backgrounds

Roaring Valley

Deserted Village

Great Crag

Forest Ruins


AVALON

Star Graal

Seaside Ruins

Valley Ruins

Boiling Sea

Credits

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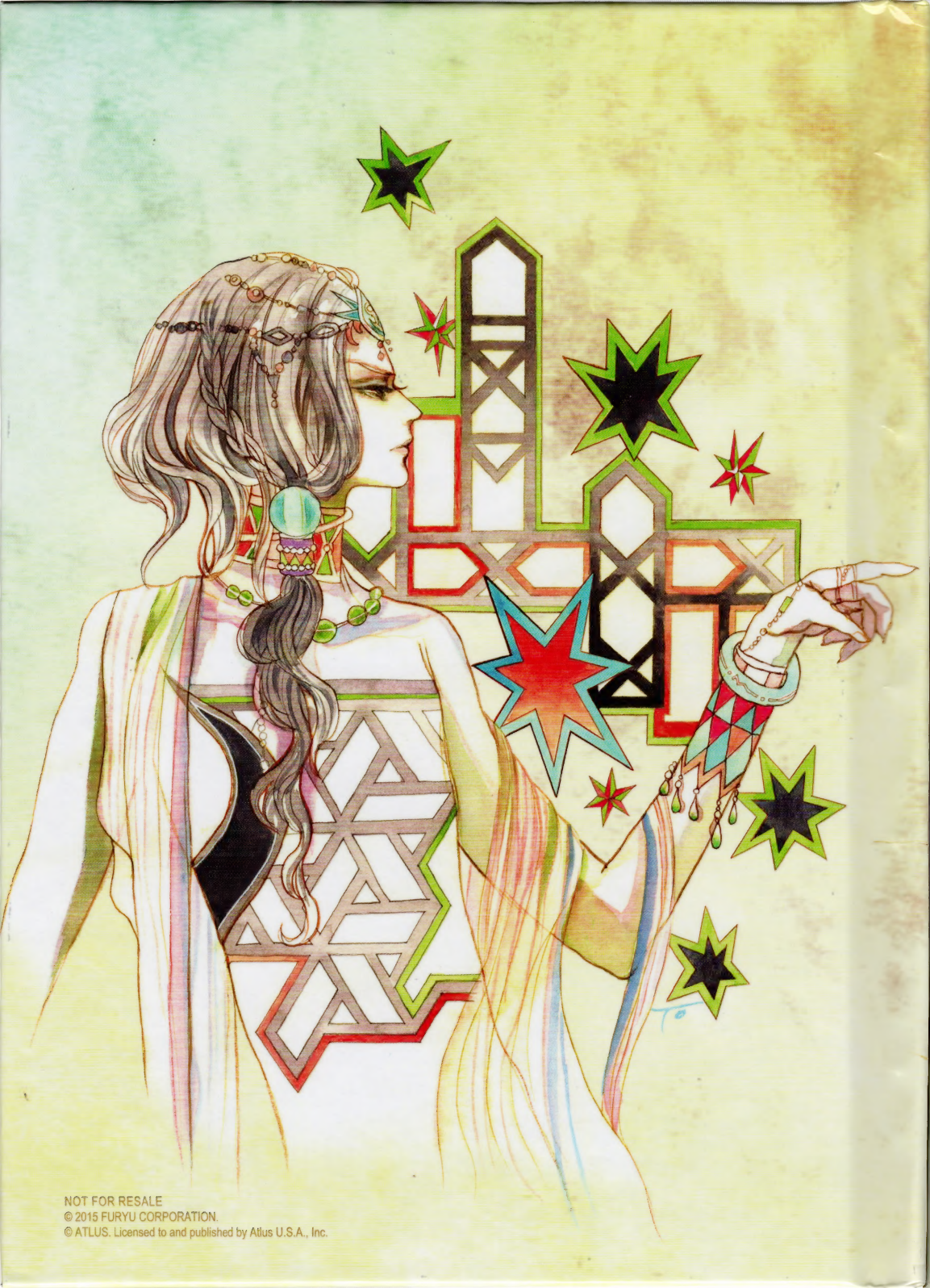

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